

Tony Hawk's Pro Skater 2 FAQ/Walkthrough

by Dark Angel 13

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This walkthrough was originally written for Tony Hawk's Pro Skater 2 on the GBA, but the walkthrough is still applicable to the PC version of the game.

Tony Hawk's Pro Skater 2 for Gameboy Advance
FAQ/Walkthrough
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HISTORY [001]

Version 1.0 - 22/5/2002

Started the FAQ. Finished Skaters section, containing all tricks, stats and bios (if applicable). Hangar and School II levels done.

Version 1.1 - 27/5/2002

Finished Marseille, Skatestreet and Rooftops, set out Warehouse and New York City. Finished Special Trick Price List.

Version 1.2 - 23/6/2002

Finished Warehouse, New York, and Levels/Career Mode section. Finished Cheats section and started Cash section.

SKATERS [002]

NOTE ON TRICKS FOR SKATERS

All basic grind tricks are the same for all skaters, so here are the buttons for all the grind moves, except specials which are unique to each skater, using default controls. The name of the grind changes from Backside (BS) to Frontside (FS) when skating switch:

- A - 50-50
- A on a wall - Wallride
- Left + A - Tailslide

Upper Left + A - Overcrook
Up + A - Nosegrind
Upper Right + A - Crooked
Right + A - Noseslide
Lower Right + A - Feeble
Down + A - 5-0
Lower Left + A - Smith
Up + Up + A - NoseBluntSide
Down + Down + A - Bluntside

Manuals are also the same for all:

Up + Down - Manual
Down + Up - Nose Manual

There are other tricks that all skaters have:

B - Ollie
(in default skater's stance) Hold L and press B - Nollie
(skating switch, press R from default stance) Hold L and press B -
Fakie Ollie
Up + B - No Comply
Up + Up + B - Boneless
B when wallriding - Wallie

-----TONY HAWK [002TH]-----

BIO: If you meet Hawk, look at his shins. You'll see how much flesh he's left behind becoming the most influential skateboarder in history. He lost some perfecting the first 900-. More went while creating 50+ signature moves and winning 12 world championships. The father to two boys and modern skateboarding, Tony makes his home in his native SoCal.

STYLE: VERT
STANCE: GOOFY

INITIAL STATS:

Air: *****
Hangtime: *****
Ollie: **
Speed: *****
Spin: *****
Landing: *****
Switch: ***
Rail Balance: ***
Lip Balance: *****
Manual: *****

TRICKS:

GRAB TRICKS (DEFAULT: R BUTTON)

Up + R - Nosegrab
Upper Right + R - Mute
Right + R - Melon
Lower Right + R - Judo
Down + R - Tailgrab
Lower Left + R - Stalefish

Left + R - Indy Nosebone
Upper Left + R - Crossbone
Up + Up + R - Rocket Air
Down + Down + R - Airwalk

FLIP TRICKS (DEFAULT: L BUTTON)

Up + L - Pop Shove It
Upper Right + L - Heelflip Varial Lien
Right + L - Heelflip
Lower Right + L - Varial Heelflip
Down + L - FS Shove It
Lower Left + L - Varial Kickflip
Left + L - Kickflip
Upper Left + L - Kickflip to Indy
Up + Up + L - Ollie North
Down + Down + L - 360 Flip

LIP TRICKS

Left + A - Mute Invert
Up + A - Gymnast Plant
Right + A - Eggplant
Down + A - 180 BS Rock and Roll

SPECIAL

Right, Down + R - The 900 (Air)
Up, Down + R - Sacktap (Air)
Down, Left and A - BS Overturn (Grind)

-----BOB BURNQUIST [002BB]-----

BIO: Out of Brazil and onto the winner's podium, Bob Burnquist is one of today's most exciting and original skaters. Blowing minds with his unique style and switch-stance tendencies, Burnquist won the first pro contest he entered. He then went on to be the first skater to pull off an Eggplant Revert, a move now simply known as the "Burntwist."

STYLE: ALL ROUND
STANCE: REGULAR

INITIAL STATS:

Air: *****
Hangtime: *****
Ollie: *****
Speed: *****
Spin: *****
Landing: ***
Switch: *****
Rail Balance: **
Lip Balance: *****
Manual: ****

TRICKS:

GRAB TRICKS (DEFAULT: R BUTTON)

Up + R - Nosegrab
Upper Right + R - Mute
Right + R - Indy
Lower Right + R - Roastbeef
Down + R - Tailgrab
Lower Left + R - Benihana
Left + R - Melon
Upper Left + R - Crossbone

FLIP TRICKS (DEFAULT: L BUTTON)

Up + L - Pop Shove It
Upper Right + L - Inward Heelflip
Right + L - Heelflip
Lower Right + L - Varial Heelflip
Down + L - FS Shove It
Lower Left + L - Varial Kickflip
Left + L - Kickflip
Upper Left + L - Hardflip
Up + Up + L - 360 Shove It
Down + Down + L - 360 Flip

LIP TRICKS

Left + A - BS Disaster
Up + A - Handplant
Right + A - Eggplant
Down + A - Rock and Roll

SPECIAL

Left, Down + R - Racket Air (Air)
Up, Down + A - BS Rocket Tailslide (Grind)
Right, Down + A - One Foot Smith (Grind)

-----STEVE CABALLERO [002SC]-----

BIO: How long has Steve Caballero been part of the skateboarding scene? Over three decades. Along the way he helped found the Bones Brigade, invented the Cabbalerial and owned his share of world records - including the highest halfpipe air and 44-stair rail. Cab's still riding hard, inspiring skateboarding's next generation.

STYLE: ALL ROUND
STANCE: GOOFY

INITIAL STATS:

Air: *****
Hangtime: *****
Ollie: *****
Speed: *****
Spin: ***
Landing: *****
Switch: *****
Rail Balance: *****
Lip Balance: *****
Manual: ****

TRICKS:

GRAB TRICKS (DEFAULT: R BUTTON)

Up + R - Stalefish
Upper Right + R - Japan Air
Right + R - Indy
Lower Right + R - Madonna
Down + R - Tailgrab
Lower Left + R - Indy Nosebone
Left + R - Method
Upper Left + R - Madonna
Up + Up + R - Sal Flip
Down + Down + R - Airwalk

FLIP TRICKS (DEFAULT: L BUTTON)

Up + L - Ollie North
Upper Right + L - Body Varial
Right + L - Heelflip
Lower Right + L - Varial Heelflip
Down + L - 360 Flip
Lower Left + L - FS Shove It
Left + L - Kickflip
Upper Left + L - Kickflip to Indy
Up + Up + L - 360 Shove It
Down + Down + L - Hardflip

LIP TRICKS

Left + A - Nosestall
Up + A - BS Axle Stall
Right + A - Rock and Roll
Down + A - Disaster

SPECIAL

Right, Up + A - Hang Ten (Grind)
Up, Left + L - Triple Kickflip (Air)
Right, Left + R - FS 540 (Air)

-----KAREEM CAMPBELL [002KC]-----

BIO: East Coast, West Coast or any coast, Kareem Campbell and his smooth metropolitan style are recognised on the real streets. Born in New York and raised in Los Angeles, Kareem defies any East vs. West barriers. When he's not skating you can find him chilling with his son, li'l Reem. Kareem's advice for skaters: "Do it for yourself and keep it honest."

STLYE: STREET
STANCE: REGULAR

INITIAL STATS:

Air: *****
Hangtime: **
Ollie: *****
Speed: *****
Spin: *****
Landing: ****

Switch: *****
Rail Balance: *****
Lip Balance: **
Manual: *****

TRICKS:

GRAB TRICKS (DEFAULT: R BUTTON)

Up + R - Nosegrab
Upper Right + R - Mute
Right + R - Indy
Lower Right + R - Roastbeef
Down + R - Tailgrab
Lower Left + R - Benihana
Left + R - Melon
Upper Left + R - Crossbone

FLIP TRICKS (DEFAULT: L BUTTON)

Up + L - Pop Shove It
Upper Right + L - Inward Heelflip
Right + L - Heelflip
Lower Right + L - Varial Heelflip
Down + L - FS Shove It
Lower Left + L - Varial Kickflip
Left + L - Kickflip
Upper Left + L - Hardflip
Up + Up + L - 360 Shove It
Down + Down + L - 360 Flip

LIP TRICKS

Left + A - BS Disaster
Up + A - Nosestall
Right + A - BS Axle Stall
Down + A - Rock and Roll

SPECIAL

Down, Up + L - Ghetto Bird (Air)
Down, Up + A - Nosegrind to Pivot (Grind)
Left, Down + R - Casper (Manual)

-----RUNE GLIFBERG [002RG]-----

BIO: When Rune was 11 years old a friend brought a skateboard to his home in Copenhagen, Denmark. Later, a skateboard brought Rune to his new home in Huntington Beach, California (He didn't ride it. He became a pro on it.) Here you'll find the all-terrain terrorist sessioning pools and streets. But he saves his best for his true love: wide-open vert skateboarding.

STLYE: VERT
STANCE: REGULAR

INITIAL STATS:

Air: *****
Hangtime: *****

Ollie: *****
Speed: *****
Spin: *****
Landing: ***
Switch: ****
Rail Balance: ****
Lip Balance: *****
Manual: ***

TRICKS:

GRAB TRICKS (DEFAULT: R BUTTON)

Up + R - Nosegrab
Upper Right + R - Mute
Right + R - Indy
Lower Right + R - Roastbeef
Down + R - Tailgrab
Lower Left + R - Benihana
Left + R - Melon
Upper Left + R - Crossbone

FLIP TRICKS (DEFAULT: L BUTTON)

Up + L - Pop Shove It
Upper Right + L - Inward Heelflip
Right + L - Heelflip
Lower Right + L - Varial Heelflip
Down + L - FS Shove It
Lower Left + L - Varial Kickflip
Left + L - Kickflip
Upper Left + L - Hardflip
Up + Up + L - 360 Shove It
Down + Down + L - 360 Flip

LIP TRICKS

Left + A - BS Disaster
Up + A - Handplant
Right + A - Eggplant
Down + A - Rock and Roll

SPECIAL

Left, Down + L - Kickflip 1 Foot Tail (Air)
Left, Up + A - One Foot Bluntside (Grind)
Left, Right + R - Christ Air (Air)

-----ERIC KOSTON [002EK]-----

BIO: Who do you want to be today? Think Koston, because he rides like anybody and nobody else. He'll bust any pro's signature trick with uncanny similarity then transition into the eponymous K-Grind. Besides this move bearing his name, Eric's famous for clowning around while making challenging switch and nollie rides look like a joke.

STLYE: STREET
STANCE: GOOFY

INITIAL STATS:

Air: ****
Hangtime: ***
Ollie: *****
Speed: *****
Spin: ****
Landing: ****
Switch: *****
Rail Balance: *****
Lip Balance: ***
Manual: *****

TRICKS:

GRAB TRICKS (DEFAULT: R BUTTON)

Up + R - Nosegrab
Upper Right + R - Mute
Right + R - Indy
Lower Right + R - Roastbeef
Down + R - Tailgrab
Lower Left + R - Benihana
Left + R - Melon
Upper Left + R - Crossbone

FLIP TRICKS (DEFAULT: L BUTTON)

Up + L - Pop Shove It
Upper Right + L - Inward Heelflip
Right + L - Heelflip
Lower Right + L - Varial Heelflip
Down + L - FS Shove It
Lower Left + L - Varial Kickflip
Left + L - Kickflip
Upper Left + L - Hardflip
Up + Up + L - 360 Shove It
Down + Down + L - 360 Flip

LIP TRICKS

Left + A - Rock and Roll
Up + A - Nosestall
Right + A - BS Disaster
Down + A - 180 BS Rock and Roll

SPECIAL

Down, Left + R - Pizza Guy (Air)
Right, Down + A - The Fandangle (Grind)
Down, Up + R - Indy Frontflip (Air)

-----BUCKY LASEK [002BL]-----

BIO: Hardened on the East-Coast and currently refining his skills in Carlsbad, California, Charles Michael Lasek, better known as Buckey, soars to sickening heights above half-pipes - and other skaters. He's equal parts power, originality and style. When Bucky's not dropping jaws at the local Mission Valley Skate Park, you'll find him loving life with his wife and daughter.

STLYE: VERT
STANCE: REGULAR

INITIAL STATS:

Air: *****
Hangtime: *****
Ollie: ***
Speed: *****
Spin: *****
Landing: ***
Switch: *****
Rail Balance: ***
Lip Balance: *****
Manual: **

TRICKS:

GRAB TRICKS (DEFAULT: R BUTTON)

Up + R - Nosegrab
Upper Right + R - Mute
Right + R - Indy Nosebone
Lower Right + R - Judo
Down + R - Tailgrab
Lower Left + R - Stalefish
Left + R - Melon
Upper Left + R - Crossbone

FLIP TRICKS (DEFAULT: L BUTTON)

Up + L - Ollie North
Upper Right + L - Heelflip Varial Lien
Right + L - Heelflip
Lower Right + L - Varial Heelflip
Down + L - FS Shove It
Lower Left + L - Varial Kickflip
Left + L - Kickflip
Upper Left + L - Kickflip to Indy
Up + Up + L - Front Foot Impossible
Down + Down + L - 360 Flip

LIP TRICKS

Left + A - Mute Invert
Up + A - Handplant
Right + A - Eggplant
Down + A - 180 BS Rock and Roll

SPECIAL

Left, Right + R - Fingerflip Airwalk (Air)
Up, Right + R - One Foot Japan (Air)
Left, Down + A - The Big Hitter (Grind)

-----RODNEY MULLEN [002RM]-----

BIO: Get up, shower, brush and head out and invent some new tricks.
Just another day for Rodney Mullen, the godfather of street skating.
A pro for over 20 years, Mullen owns 35 freestyle world championships

and a dizzying list of signature tricks. Like the Kickflip, Underflip Impossible, Casper and Darkslide to name a few.

STLYE: STREET
STANCE: REGULAR

INITIAL STATS:

Air: **
Hangtime: **
Ollie: *****
Speed: *****
Spin: *****
Landing: **
Switch: *****
Rail Balance: *****
Lip Balance: **
Manual: *****

TRICKS:

GRAB TRICKS (DEFAULT: R BUTTON)

Up + R - Airwalk
Upper Right + R - Mute
Right + R - Indy
Lower Right + R - Stalefish
Down + R - Tailgrab
Lower Left + R - Benihana
Left + R - Melon
Upper Left + R - Body Varial

FLIP TRICKS (DEFAULT: L BUTTON)

Up + L - Pop Shove It
Upper Right + L - Inward Heelflip
Right + L - Heelflip
Lower Right + L - Varial Heelflip
Down + L - Impossible
Lower Left + L - Varial Kickflip
Left + L - Kickflip
Upper Left + L - Hardflip
Up + Up + L - 360 Shove It
Down + Down + L - 360 Flip

LIP TRICKS

Left + A - BS Disaster
Up + A - Nosestall
Right + A - BS Axle Stall
Down + A - Rock and Roll

SPECIAL

Down, Left + L - Nollieflip Underflip (Air)
Right, Left + A - Heelflip Darkslide (Grind)
Down, Right + R - Casper to 360 Flip (Manual)

-----CHAD MUSKA [002CM]-----

BIO: Out of his native Las Vegas and into skateboarding's top, magazines and videos - welcome Muska. After lighting it up on the Strip, Chad moved to California at 15 and quickly became one of the most respective skaters of all time. This self-styled professional always takes his brand of skate-and - relate creativity to another level. This includes experimenting with jungle and hip-hops beats on his "Muskabat" album.

STLYE: STREET
STANCE: REGULAR

INITIAL STATS:

Air: ****
Hangtime: ***
Ollie: *****
Speed: *****
Spin: ****
Landing: *****
Switch: *****
Rail Balance: *****
Lip Balance: ***
Manual: **

TRICKS:

GRAB TRICKS (DEFAULT: R BUTTON)

Up + R - Nosegrab
Upper Right + R - Mute
Right + R - Indy
Lower Right + R - Roastbeef
Down + R - Tailgrab
Lower Left + R - Benihana
Left + R - Melon
Upper Left + R - Crossbone

FLIP TRICKS (DEFAULT: L BUTTON)

Up + L - Pop Shove It
Upper Right + L - Inward Heelflip
Right + L - Heelflip
Lower Right + L - Varial Heelflip
Down + L - FS Shove It
Lower Left + L - Varial Kickflip
Left + L - Kickflip
Upper Left + L - Hardflip
Up + Up + L - 360 Shove It
Down + Down + L - 360 Flip

LIP TRICKS

Left + A - Rock And Roll
Up + A - Nosestall
Right + A - BS Disaster
Down + A - 180 BS Rock and Roll

SPECIAL

Down, Right + A - BS Hurricane (Grind)

Up, Down + R - Mute Backflip (Air)
Right, Up + R - Muska Nose Manual (Manual)

-----ANDREW REYNOLDS [002AR]-----

BIO: Andrew's only been a pro since 1996, but what he may lack in years, he makes up for in air and guts. If you're in Los Angeles, California and you see somebody going huge over massive gaps, sessioning sick sets of stairs and doing it all with efforts style, odds are you're in the presence of Turtle Boy himself. Say "hi" as he files by.

STLYE: STREET
STANCE: REGULAR

INITIAL STATS:

Air: ****
Hangtime: **
Ollie: *****
Speed: ****
Spin: *****
Landing: *****
Switch: *****
Rail Balance: *****
Lip Balance: ****
Manual: ***

TRICKS:

GRAB TRICKS (DEFAULT: R BUTTON)

Up + R - Nosegrab
Upper Right + R - Mute
Right + R - Indy
Lower Right + R - Roastbeef
Down + R - Tailgrab
Lower Left + R - Benihana
Left + R - Melon
Upper Left + R - Crossbone

FLIP TRICKS (DEFAULT: L BUTTON)

Up + L - Pop Shove It
Upper Right + L - Inward Heelflip
Right + L - Heelflip
Lower Right + L - Varial Heelflip
Down + L - FS Shove It
Lower Left + L - Varial Kickflip
Left + L - Kickflip
Upper Left + L - Hardflip
Up + Up + L - 360 Shove It
Down + Down + L - 360 Flip

LIP TRICKS

Left + A - BS Disaster
Up + A - Nosestall
Right + A - BS Axle Stall
Down + A - Rock and Roll

SPECIAL

Up, Right + L - Triple Heelflip (Air)
Up, Down + A - Nosegrab Tailslide (Grind)
Up, Down + L - Hardflip Lateflip (Air)

-----GEOFF ROWLEY [002GR]-----

BIO: Called the one-man English invasion, Geoff Rowley went from the streets of Liverpool, England to the top of the skating world. In fact, Geoff's often called the skater's skater. He currently resides in Huntington Beach, California, where his diet consists of miles of handrails, huge staircases and lots of vegetables. Picture a 360--flip down 13 stairs - yep, that's Rowley.

STLYE: STREET
STANCE: REGULAR

INITIAL STATS:

Air: *****
Hangtime: **
Ollie: *****
Speed: ****
Spin: *****
Landing: *****
Switch: ****
Rail Balance: *****
Lip Balance: *****
Manual: ***

TRICKS:

GRAB TRICKS (DEFAULT: R BUTTON)

Up + R - Nosegrab
Upper Right + R - Mute
Right + R - Indy
Lower Right + R - Roastbeef
Down + R - Tailgrab
Lower Left + R - Benihana
Left + R - Melon
Upper Left + R - Crossbone

FLIP TRICKS (DEFAULT: L BUTTON)

Up + L - Pop Shove It
Upper Right + L - Inward Heelflip
Right + L - Heelflip
Lower Right + L - Varial Heelflip
Down + L - FS Shove It
Lower Left + L - Varial Kickflip
Left + L - Kickflip
Upper Left + L - Hardflip
Up + Up + L - 360 Shove It
Down + Down + L - 360 Flip

LIP TRICKS

Left + A - Rock and Roll
Up + A - Nosestall
Right + A - BS Disaster
Down + A - BS 180 Rock and Roll

SPECIAL

Left, Right + A - Rowley Darkslide (Grind)
Right, Left + L - Half Flip Casper (Manual)
Right, Down + L - Double Hardflip (Air)

-----ELISSA STEAMER [002ES]-----

BIO: Making the cut skating against the boys. Dominating every all-girl event she enters. Getting her name on a pro model street board. You guessed it - it's Ft. Myers, Florida native Elissa Steamer. Elissa specialises in sessioning streets and stereotypes. Now living in Los Angeles, California, Elissa skates like you wish you could.

STLYE: STREET
STANCE: REGULAR

INITIAL STATS:

Air: *****
Hangtime: ****
Ollie: *****
Speed: *****
Spin: *****
Landing: ****
Switch: *****
Rail Balance: *****
Lip Balance: *****
Manual: *****

TRICKS:

GRAB TRICKS (DEFAULT: R BUTTON)

Up + R - Nosegrab
Upper Right + R - Mute
Right + R - Indy
Lower Right + R - Roastbeef
Down + R - Tailgrab
Lower Left + R - Benihana
Left + R - Melon
Upper Left + R - Crossbone

FLIP TRICKS (DEFAULT: L BUTTON)

Up + L - Pop Shove It
Upper Right + L - Inward Heelflip
Right + L - Heelflip
Lower Right + L - Varial Heelflip
Down + L - FS Shove It
Lower Left + L - Varial Kickflip
Left + L - Kickflip
Upper Left + L - Hardflip
Up + Up + L - 360 Shove It
Down + Down + L - 360 Flip

LIP TRICKS

Left + A - BS Disaster
Up + A - Nosestall
Right + A - BS Axle Stall
Down + A - Rock and Roll

SPECIAL

Up, Down + R - Indy Backflip (Air)
Left, Right + L - Hospital Flip (Air)
Up, Left + A - Madonna Tailslide (Grind)

-----JAMIE THOMAS [002JT]-----

BIO: Originally from Alabama, Jamie has conquered some of the biggest gaps and longest rails ever seen. His video parts in "Welcome to Hell" and "Misled Youth" prove it. Jamie is the only person to walk away from the Leap of Faith with both legs intact.

STLYE: STREET
STANCE: REGULAR

INITIAL STATS:

Air: ****
Hangtime: ***
Ollie: *****
Speed: *****
Spin: ****
Landing: *****
Switch: ****
Rail Balance: *****
Lip Balance: ****
Manual: ***

TRICKS:

GRAB TRICKS (DEFAULT: R BUTTON)

Up + R - Airwalk
Upper Right + R - Japan Air
Right + R - Indy Nosebone
Lower Right + R - Stalefish
Down + R - Ollie North
Lower Left + R - Benihana
Left + R - Melon
Upper Left + R - Crossbone

FLIP TRICKS (DEFAULT: L BUTTON)

Up + L - Pop Shove It
Upper Right + L - Inward Heelflip
Right + L - Heelflip
Lower Right + L - Varial Heelflip
Down + L - FS Shove It
Lower Left + L - Varial Kickflip
Left + L - Kickflip
Upper Left + L - Hardflip

Up + Up + L - 360 Shove It
Down + Down + L - 360 Flip

LIP TRICKS

Left + A - Rock and Roll
Up + A - FS Nosepick
Right + A - BS Disaster
Down + A - 180 BS Rock and Roll

SPECIAL

Down, Right + L - Laser Flip (Air)
Left, Up + R - One Foot Nose Manual (Manual)
Down, Up + A - Beni Fingerflip Crooks (Grind)

-----SPIDERMAN [002S]-----

Unlock Spiderman by getting 100% on each level in Career mode with the first 13 skaters, as well as getting all the gaps on all the levels.

NO BIO AVAILIABLE

STLYE: STREET
STANCE: REGULAR

INITIAL STATS:

Air: *****
Hangtime: *****
Ollie: *****
Speed: *****
Spin: *****
Landing: ****
Switch: ****
Rail Balance: *****
Lip Balance: ***
Manual: ****

TRICKS:

GRAB TRICKS (DEFAULT: R BUTTON)

Up + R - Nosegrab
Upper Right + R - Mute
Right + R - Indy
Lower Right + R - Roastbeef
Down + R - Tailgrab
Lower Left + R - Benihana
Left + R - Melon
Upper Left + R - Crossbone

FLIP TRICKS (DEFAULT: L BUTTON)

Up + L - Pop Shove It
Upper Right + L - Inward Heelflip
Right + L - Heelflip
Lower Right + L - Varial Heelflip
Down + L - FS Shove It

Lower Left + L - Varial Kickflip
Left + L - Kickflip
Upper Left + L - Hardflip
Up + Up + L - 360 Shove It
Down + Down + L - 360 Flip

LIP TRICKS

Left + A - Rock and Roll
Up + A - Nosestall
Right + A - BS Disaster
Down + A - 180 BS Rock and Roll

SPECIAL

Up, Down + R - Spidey Flip (Air)
Left, Right + A - Spidey Grind (Grind)
Left, Right + L - Spidey Varial (Air)

-----MINDY [002M]-----

Unlock Mindy by getting all the gaps up to the Skatestreet Level.

NO BIO AVALIABLE

STLYE: STREET
STANCE: REGULAR

INITIAL STATS:

Air: *****
Hangtime: ****
Ollie: *****
Speed: *****
Spin: *****
Landing: ****
Switch: *****
Rail Balance: *****
Lip Balance: *****
Manual: *****

TRICKS:

GRAB TRICKS (DEFAULT: R BUTTON)

Up + R - Nosegrab
Upper Right + R - Mute
Right + R - Indy
Lower Right + R - Roastbeef
Down + R - Tailgrab
Lower Left + R - Benihana
Left + R - Melon
Upper Left + R - Crossbone

FLIP TRICKS (DEFAULT: L BUTTON)

Up + L - Pop Shove It
Upper Right + L - Inward Heelflip
Right + L - Heelflip
Lower Right + L - Varial Heelflip

Down + L - FS Shove It
Lower Left + L - Varial Kickflip
Left + L - Kickflip
Upper Left + L - Hardflip
Up + Up + L - 360 Shove It
Down + Down + L - 360 Flip

LIP TRICKS

Left + A - Rock and Roll
Up + A - Nosestall
Right + A - BS Disaster
Down + A - 180 BS Rock and Roll

SPECIAL

Left, Right + A - Teargas Slide (Grind)
Up, Down + R - 386 Backflip (Air)
Down, Left + L - Rubber Bullet Flip (Air)

LEVELS/CAREER MODE [003]

-----HANGAR, MEACHAM FIELD, TEXAS [003H]-----

GOAL: HIGH SCORE - 10,000 POINTS
REWARD: \$100

Getting the gaps over the halfpipe and plane, with some grabs and flips will easily get you the 10,000 needed.

GOAL: PRO SCORE - 25,000 POINTS
REWARD: \$200

Same as high score, but you can land in a manual from the gap over the plane and flip out of it to get a higher score.

GOAL: SICK SCORE - 75,000 POINTS
REWARD: \$500

Use the method for the pro score as well manulling into a grind after doing a flip and grab over the plane. Also you should get a full special bar if you land that, so pull your specials off, preferably over the Chopper Hop gap and the 3 Hangtimes.

GOAL: COLLECT S-K-A-T-E
REWARD: \$150

S is over the halfpipe, the easiest way to get it is to do the Nosegrind over the Pipe goal, as you'll get the S along the way.

K is on the lower rail after going over the halfpipe from the start. Either ollie up to get it, or grind along the rail.

A is over the plane, just ollie over it and you'll pick it up.

T is hanging over the separation between the two parts of the level.

Go to the quarter pipe at the bottom of the level and ollie up diagonally to get to the other part of the level and you should get the T at the same time.

E can be gotten by grinding along the edge of the quarter pipe going around the level. On the far left grind and jump up just before to pick up the E.

GOAL: BARREL HUNT
REWARD: \$150

You just need to ride into the 5 barrels around the level, making them fall over. The locations of the barrels are: One in the halfpipe on the right, one below the plane, another in the top right (go over the pipe), one near the helicopter and the last below where the letter E is.

GOAL: COLLECT 5 PILOTWINGS
REWARD: \$250

Just ollie into these to pick them up. Locations: Grind the propeller at the end of the halfpipe, one along the rail next to the plane (ollie to get it), another above the top end of the separator between the two parts of the level, one along the quarter pipe to the right of the helicopter and the last one over the ramp rolling into the level. Need a lot of speed for the last one, just ollie up at an angle to pick it up.

GOAL: NOSEGRIND OVER THE PIPE
REWARD: \$150

Nice and simple, as you are rolling in from the starting ramp keep the same direction and as you hit the halfpipe press Up and A and you should nosegrind the rails above the pipe.

GOAL: HIT 3 HANGTIME GAPS
REWARD: \$150

Ollie these gaps and land them: Halfpipe Hangtime, ollie over the pipe, just roll down the starting ramp and jump once you get to the pipe. Wingtip Hangtime, ollie over the plane next to the pipe, and lastly 412 Hangtime, over the helicopter. You'll need a lot of speed for the last gap, with high special. Go up the kickers and ollie late up the ramp, hopefully making it to the otherside.

GOAL: FIND THE SECRET TAPE
REWARD: \$150

Grind along the propeller at the end of the halfpipe, like getting one of the pilotwings. This is make the wind tunnel available. The wind tunnel is to the far left of the level, so go over the separation and go to below where the E letter was. There'll be a blue arrow, ride into it (by doing a No Comply or Boneless to exit the quarter pipe) and you'll enter the tunnel. The tape is hanging over the entrance between the two pipes. Pick up speed on the pipes and ollie at a steep angle over the entrance. If you get high enough you'll pick it up and it doesn't matter if you don't make it to the other pipe.

GOAL: 100% GOALS AND CASH

REWARD: \$200

Complete all other goals and collect all cash icons. See Cash Section [005] for cash locations.

-----SCHOOL II, SOUTH CALIFORNIA [003S]-----

GOAL: HIGH SCORE - 15,000 POINTS

REWARD: \$200

This is pretty easy to get using the two quarter pipes next to the starting point, as well as the various grinds around the level.

GOAL: PRO SCORE - 40,000 POINTS

REWARD: \$350

Down the rail near the start, along the wall at the bottom in that area are three benches in a row. A good way to get the Pro Score is to grind these with flips in between, manual to the quarter pipe at the end, finishing with a grab and spin. Do this line a few times to get the points.

GOAL: SICK SCORE - 100,000 POINTS

REWARD: \$500

Repeat the Pro Score line a few times, and you'll also need to add some specials in with the other grinds around the level. Special grinding the roll call rail at the start and mixing up tricks with the bench line should get the points.

GOAL: COLLECT S-K-A-T-E

REWARD: \$400

S is down the rail to the left of the starting point.

K is up the quarter pipe on the raised part of the lower area where the rail above takes you.

A is along the bench to the left of the two diagonal benches near the gym entrance. Go down the rails straight ahead from the start and go south to get to the bench (on the right of the classroom).

T is on the quarter pipe in the far south of the level. Go to the kicker near TC's Roof by going straight down the rails and continuing to the quarter pipe past the diagonal benches.

E is hanging by one of the rails on the side of the second classroom in the south part of the level. Go to where the T letter is and go right. On the second classrooms south side is a door with a rail around it. Ollie up to the rail, grind and ollie off quickly to get the E.

GOAL: WALLRIDE 5 BELLS

REWARD: \$500

You'll need to bump up your stats before completing this goal probably, as it makes it a lot easier with higher Ollie and Air stats. To wallride you need to be close to the wall, ollie and press B to grind along the wall. The locations of the bells are as follows: From the start go past the planter and the bell is to the

right, near the Leap of Faith rail, approach it from the south; one bell is near the three benches at the bottom of the lower area, opposite the planter to the south of the benches; the next bell is to the right of the two rails over the gym entrance; next bell is in between the two classrooms over which is TC's Roof Gap, keep going straight after the previous bell; and the last bell is near Bendy's Curb, ollie up to the platform and wallride off towards the roll call rail down the stairs.

GOAL: COLLECT 5 HALL PASSES

REWARD: \$500

Like the S-K-A-T-E letters, you just need to ride into these to collect them. Locations of the 5 passes are: One is on the middle rail down the stairs (Nightmare Rail), one hanging between the two diagonal benches next to the gym entrance, you'll need some speed to get high enough; another over the gym entrance, get it by either ollieing up the slope towards the entrance or over the two rails to the side; one is between the two quarter pipes north of the classrooms, and the last one is along Bendy's Curb, you'll need to ollie with grinding to get it.

GOAL: KICKFLIP TC'S ROOF GAP

REWARD: \$400

From the start grind down the Nightmare Roll Call Rail to gain speed. Keep going south until there is a kicker up to the top of the classrooms. You can get some more speed off the quarter pipe if need be. Ollie up the kicker, onto the first roof, then kickflip over the gap and land it.

GOAL: GRIND 3 ROLL CALL RAILS

REWARD: \$500

1st roll call rail is the Nightmare Rail, to grind it just keep going from the start and grind one of the long rails down the stairs. You have to get it from the start to the end to claim the gap, and land as well.

2nd roll call rail is the Gonz Rail, near the last bell and Bendy's Curb. Ollie up the kicker and grind it down the stairs.

3rd roll call rail is the rail in TC's Roof (Open Sez TC). Ollie up the kicker to the left of the classrooms with some speed, jump the gap and grind the short rail on the second roof.

GOAL: FIND THE SECRET TAPE

REWARD: \$500

You can see the tape hanging over the wall near the kicker up to TC's Roof, but to get it you first need to go to the lower area with the three benches, down the rail to the left of the start. Get a lot of speed from the quarter pipes and benches, and go to the raised part in the middle (surrounded by rails, where the K was). Ollie up the pipe and jump up using the wooden planks opposite it. You should make it to the roof and then use the kickers to ollie over to the next roof. You'll now be in the area behind where the tape is hanging. To get the tape ollie up the kicker next to the wall on the right. Go up the middle of the kicker and you'll get the tape while going over the wall, ending up in the southern part of the level.

GOAL: 100% GOALS AND CASH

REWARD: \$500

Complete all other goals and collect all cash icons. See Cash Section [005] for cash locations.

-----COMPETITION 1: MARSEILLE, FRANCE [003C1]-----

In competitions, you get 3 heats, and the two highest scoring runs are totalled and the skaters with the 3 highest scores will get bronze, silver and gold. Pretty simple really. Bails will hurt your scores from the judges and high scores are rewarded.

Marseille has a three sectioned bowl, and a load of grinds to get some high scores on with special grinds. The method I use is as follows: From the starting point go up to the dumpster. Grind it with a nollie to begin with and flip off, landing in a manual. Get over to the rail around the bowl and grind it. Flip and manual off to the other rail around the bowl. If your balance begins to go, flip off and you should have a pretty high score if you flipped on and off the rails. You can now head to the bowls to bump the score before the timer goes. The bowls are better for vert skaters, with the rails to the left of the starting point and the line I use are better for street skaters.

-----WAREHOUSE, TROY, NEW YORK [003W]-----

GOAL: HIGH SCORE - 20,000 POINTS

REWARD: \$1500

There are loads of quarter pipes to get scores on as well as a few rails or grind the coping of the pipes to get the 20K needed.

GOAL: PRO SCORE - 50,000 POINTS

REWARD: \$1750

Again using the quarter pipes, get a high score, but to get the 50K, nollie and flip onto the Big Rail, flip and manual off towards the taxi kicker, ollie to a grab and even manual to the pipe if you can make it. Do this a few times with the pipes to get the score needed.

GOAL: SICK SCORE - 150,000 POINTS

REWARD: \$2000

This can be really hard to get. Use the line above, pipes and manual around to get some big trick lines. You could try and special grind the coping on the quarter pipes if you have enough balance. Get some long spins, flip and grab combos in on the halfpipe as well. To get this score may take a few tries until you figure out a good line.

GOAL: COLLECT S-K-A-T-E

REWARD: \$1500

S is hanging between the two kickers where you get the Old School!! Kicker Gap, next to the oil spill.

K is hanging by the lower rail in the right long quarter pipe, just ollie to get it, or grind along the rail.

A is over the ramp with the taxi in the middle.

T is hanging over the half pipe, on the side further from the wall. You can see the shadow in the pipes entrance if you don't know where to head for. You might need some speed to get over the other side.

E is to the left of the starting point, in the lower area where one of the crates are. It's up the quarter pipe.

GOAL: DESTROY 5 CRATES

REWARD: \$1250

Just ride into the crates to destroy them. The locations are: one crate is behind the starting point, to the right near the quarter pipe, one is on the ledge where the rail is to the north of the quarter pipe, another is on the ledge where the E letter is, another is on the oil spill in the far northern left and the last is on the break in the middle of the long quarter pipe along the northern wall.

GOAL: COLLECT 5 SPRAY CANS

REWARD: \$1000

One can is behind the starting point, up the quarter pipe, another up high on the pipe in the right corner (it's the last pipe of the three quarter pipes with the two roll ins in between), one is along the brown rail near the quarter pipe, another in the right corner of the long quarter pipe, north of the previous can and the last one is up the quarter pipe south of the oil spill.

GOAL: 5-0 THE BIG RAIL

REWARD: \$1250

The Big Rail is the erm big rail in the middle of the level, you'll hit it going straight from the starting point. To 5-0 grind it, ollie up and press Down and A. Grind all the way until the Big Rail Gap appears and then land.

GOAL: HIT 3 OLDSKOOL GAPS

REWARD: \$1500

You need to land these gaps for them to count.

Old School!! Transfer Gap - There are two quarter pipes over the ramp you roll in on from the start. Pick up speed and special and ollie at an angle to get from one pipe to the other.

Old School!! Kicker Gap - Near the oil spill are two kickers, get good speed and ollie from one to the other.

Old School!! Channel Gap - To do this you need to no comply over the break in the long quarter pipe (over where the crate is). Go up the ramp and hold Up. As you go over the edge of the pipe, let go of B to ollie over the gap.

GOAL: FIND THE SECRET TAPE

REWARD: \$1500

The tape is hanging over a high rail to the left of the high rail at the back right of the level, along the quarter pipe. You can see the

shadow on the back of the break between the two quarter pipes. Get a lot of speed and ollie up to the rail at an angle to keep the speed with grinding to the left. Ollie off the end and grind again to the high rail, picking up the tape.

GOAL: 100% GOALS AND CASH

REWARD: \$1000

Complete all other goals and collect all cash icons. See Cash Section [005] for cash locations.

-----NEW YORK CITY, NEW YORK [003NY]-----

GOAL: HIGH SCORE - 50,000 POINTS

REWARD: \$2500

You can get this by combining tricks on the quarter pipes around the level and grinding lines along the pavement edges and rails in the park.

GOAL: PRO SCORE - 125,000 POINTS

REWARD: \$3000

Mix up the High Score method without bailing into some lines around the park and down by Joey's Sculpture.

GOAL: SICK SCORE - 250,000 POINTS

REWARD: \$4000

A good way to get these scores is, as well as using the previous lines, a good way of getting a higher score is to follow this line. From the start wallride up, or grind and ollie from the bench onto the wall, ollie the Park Entrance Gap and grind into special until you get to the wooden plank. You should have enough speed to ollie over the plank and grind the opposite wall and ollie off.

GOAL: COLLECT S-K-A-T-E

REWARD: \$2000

S is near the starting point, hanging over the park entrance. Grind the bench towards the letter and grind up to the wall and ollie to get the letter.

K is up the large quarter pipe near the blue cow statue in the lower part of the park. Ollie up and lip trick the wall or grind and ollie.

A is along a straight bench in the park, it's the one near the ramp down to the cow statue.

T is along the fence to the top right of the water area. Just grind the fence to get it.

E is hanging between the two tall quarter pipes north of the T. Ollie up the pipe at an angle to claim the letter.

GOAL: OLLIE THE HYDRANTS

REWARD: \$1250

You need to ollie over the fire hydrants to make them spurt water up.

A nice simple goal, just need to line up right. From the starting point just go straight and ollie the first one. Then go down to the signs blocking the road and there'll be another hydrant there, then to find the last one just go straight up from the previous hydrant.

GOAL: COLLECT 5 SUBWAY TOKENS

REWARD: \$2000

Just ollie into the tokens to pick them up. The locations of the tokens are: One is between the two kickers near the start of the level; one is along the unbroken part of the bridge in the park, grind it and ollie; another can be got by ollieing off the wooden plank in the north of the park, go along the centre to left part of the plank then ollie; one more is hanging between the two kickers north of the two benches in the top of the level and the last token is down a rail to the right of Joey's Sculpture.

GOAL: 50-50 JOEY'S SCULPTURE

REWARD: \$2500

Joey's Sculpture is the blue triangle like structure in the lower area with the quarter pipes. To grind it you need to ollie down from where the kickers are near the start point and just grind with A, no other directions to do a 50-50. To get lined up with the sculpture, grind the side of the nearest kicker to the start point and when you land you'll be lined up, so just ollie over the bar and grind all the way down.

GOAL: WRANGLE THE BLUE COW

REWARD: \$2000

This is just hitting three gaps that involve the blue cow statue in the lower area of the park, near the large quarter pipe, mainly involving ollieing over the cow at different angles:

Blue Cow - Ollie over the cow from the south to the north, diagonally going left.

Moo Cow - Ollie the cow going north to south, diagonally going right.

Steer Grind - Just grind along the cow's back. Ollie with less speed and hit A to grind it.

GOAL: FIND THE SECRET TAPE

REWARD: \$2000

Definitely thought of as the hardest goal in the game, getting this secret tape is just mean, and will require a lot of stat upgrading and a roaring special to start with.

Get to the two kickers at the top of the level where one of the subway tokens was found. Ollie up the left one and go into a long wallride and wallie up to the grey pipe rail hanging above. Grind along that and ollie off it to the neon sign at the end (grind it in a special if you're looking for points). Keep going along this sign until you reach the fire escape stairs at the end. Grind these and ollie to get the tape. It will take a lot of practice, especially with maintaining balance along the grinds.

GOAL: 100% GOALS AND CASH

REWARD: \$1250

Complete all other goals and collect all cash icons. See Cash Section [005] for cash locations.

-----COMPETITION 2: SKATESTREET, VENTURA [003C2]-----

In competitions, you get 3 heats, and the two highest scoring runs are totalled and the skaters with the 3 highest scores will get bronze, silver and gold. Pretty simple really. Bails will hurt your scores from the judges and high scores are rewarded.

Skatestreet is a very varied course, with plenty of grinds and two huge halfpipes and a quarter pipe. Usually depending on whether your skater is vert or street, either stick to pulling off large air with grand and spins in the pipes, or manual and flipping out of the grinds, or just mix it up with both methods. A good line I use is to head to the quarter pipe in the upper left corner, ollie up, grind along the top and then fall down on the grind below. Go round and wallride to the flat platform and manual to the rail. Grind to the halfpipe, flipping out to a manual. Then get some more points with the pipe at the end of your run. You can also use the small half pipe to the right of the course and the steps and rails there as well to gain a higher score. Just make sure you land your tricks and don't bail! The bowl and other halfpipe behind the roll in are good for vert skaters with bad rail balance, so pull off some specials there.

-----ROOFTOPS, BOSTON [003R]-----

There are no goals as such in this level, you just unlock it by clearing out Career Mode with the current skater. The level is two rooftops, with some quarter pipes and grinds on the first roof, and kickers, pipes and rails on the second. To get to the second from the first, pick up speed and ollie up at an angle from the quarter pipe to the right from the start and you should get to the other side. To go back again use the kickers near the edge. If you do fall off the rooftops, you'll end up back at the starting point every time.

GAPS [004]

Coming Soon, for level goal related gaps, see the specific goal info in the Levels/Career Mode section.

CASH LOCATIONS [005]

-----HANGAR, MEACHAM FIELD, TEXAS [005H]-----

Total of bills: \$550 plus \$200 for All cash and goals completion.

\$50 - Wallride the wall at the end of the halfpipe to get to this

bill.

\$50 - Along the rail next to the airplane, ollie to get the cash.

\$50 - Along the helicopter propeller, grind it or just ollie straight over the helicopter.

\$50 - Another 50 is along the rail between the two kickers that the helicopter sits between.

\$50 - The last 50 can be gotten by ollieing over the top end of the separator between the two parts of the level, next to where one of the Pilotwings are.

\$100 - You'll need a lot of speed to get this bill, as it's along the top rail on the far wall from the starting point. Ollie up and grind the top rail to the end and ollie to reach the money.

\$100 - In the far south of the level, in the right corner from the helicopter. Ollie up the quarter pipe to get the bill, you can see it hanging.

\$100 - The last bill on this level will need stat upgrading and a lot of speed. It's up the very top rail above the quarter pipe behind the helicopter. Ollie late up the ramp to get high enough to grind the rail and the money.

-----SCHOOL II, SOUTHERN CALIFORNIA [005S]-----

Total of bills \$550 plus \$500 for All cash and goals completion.

\$50 - To the right of the starting point, up the quarter pipe backing the building.

\$50 - Down in the lower area of the level, down the rail to the left of the starting point. Along one of the rails in the south of the middle raised area, grind or just ollie to get the bill.

\$50 - Hanging between the two kickers on the raised area to the left of the starting point, behind the fence. Ride up the ramp where the three rails are, on the one closer to the raised area. Ollie over the rail onto the raised platform and then ollie over the kickers to get the money.

\$50 - You can see a bill hanging near the tables, but you need to get on the roof to get it. So go to the raised area in the lower part of the level, get speed on the quarter pipe and ollie up the wooden planks to the roof, then ollie off to get the bill.

\$50 - Unlock the gym by grinding TC's Roll Call rail (see School II Goals on how to do that). Then enter the gym and the bill is on the left part of the pool, ollie up to claim it.

\$100 - There is a very annoying bill in the gym pool, above the third diving platform on the side of the pool. Annoying due to the high speed and accuracy you need to get it. Along the bottom of the pool is a dark and light side. Ride along the line between these two to get on the right direction, then ollie late to get as high as you can and press A to grind. You'll either do a lip trick on the top platform or grind the second platform, so then ollie to get the bill.

\$100 - In the area where the secret tape is (see the School II goals on how to get to this area). The bill is high up the quarter pipe in the far south corner of this area.

\$100 - Get speed from the quarter pipes at the starting point and then ollie over the rail above the Leap of Faith to get to the higher brown platform. Ollie the gap and grind the flagpole to make it across. Ollie off the grind quickly and turn the corner and the bill is hanging between the gap. You might have to not ollie to get the bill, as if you do, you'll overshoot.

-----COMPETITION 1: MARSEILLE, FRANCE [005C1]-----

-----WAREHOUSE, TROY, NEW YORK [005W]-----

-----NEW YORK CITY, NEW YORK [005NY]-----

-----COMPETITION 2: SKATESTREET, VENTURA [005C2]-----

SPECIAL TRICK PRICE LIST [006]

NAME OF TRICK -TYPE OF TRICK - PRICE

- Racket Air - Grab - \$5000
- BS Rocket Tailslide - Grind - \$4500
- One Foot Smith - Grind - \$3750
- Triple Kickflip - Flip - \$3750
- FS 540 - Grab - \$4750
- Casper - Manual - \$3750
- Ghetto Bird - Flip - \$5500
- Nosegrind to Pivot - Grind - \$4500
- One Foot Bluntside - Grind - \$4750
- Christ Air - Grab - \$4250
- The Fandangle - Grind - \$4750
- Indy Frontflip - Grab - \$5500
- One Foot Japan - Grab - \$5000
- The Big Hitter - Grind - \$5000
- Fingerflip Airwalk - Garb - \$4000
- Casper to 360 Flip - Manual - \$6000
- Heelflip Darkslide - Grind - \$5750
- BS Hurricane - Grind - \$4250
- Mute Backflip - Grab - \$5750
- Triple Heelflip - Flip - \$4750
- Nosegrab Tailslide - Grind - \$4250
- Hardflip Late Flip - Flip - \$3750
- Half Flip Casper - Flip - \$4750
- Double Hardflip - Flip - \$3750
- Hospital Flip - Flip - \$4750
- Indy Backflip - Grab - \$5750
- One Foot Nose Manual - Manual - \$5250
- Beni Fingerflip Crooks - Grind - \$5250
- Laser Flip - Flip - \$4500
- BS Overturn - Grind - \$4250
- Sacktap - Grab - \$5000

CHEATS

[007]

-----UNLOCKED CHEATS-----

You can turn these on and off from the Cheats menu in the Options screen from the main menu.

PERFECT BALANCE

Unlock by completing Career Mode 100% with one skater. Gives perfect balance on rails, when grinding and when manualling. Doesn't give perfect lip balance.

ALWAYS SPECIAL

Unlock by completing Career Mode 100% with two skaters. Makes special meter always yellow, stays even bails, allowing special tricks to be pulled right away.

STUD MODE

Unlock by completing Career Mode 100% with three skaters. I honestly can't figure out what this cheat does, if anyone knows gimme an email.

SIM MODE

Unlock by completing Career Mode 100% with four skaters. Make the game more realistic, can't ollie as high, despite stats.

MOON PHYSICS

Unlock by completing Career Mode 100% with five skaters. Can ollie even higher, staying in the air for longer etc, like skating on the moon :). Good for getting some of the harder gaps.

ALWAYS ZOOM

Unlock by completing Career Mode 100% with six skaters. You know how when you pull a special trick it zooms in? Well this cheat makes the screen constantly on zoom.

SLOW-NIC

Unlock by completing Career Mode 100% with seven skaters. When ollieng or getting air, game slows down, like when you hold R in replay mode. Can pull off more tricks as well I think.

ANIME

Unlock by completing Career Mode 100% with eight skaters. Make skater look more animated, brighter colours on clothing etc.

THE SHADOW

Unlock by completing Career Mode 100% with nine skaters. Makes

skater all black.

FUGITIVE

Unlock by completing Career Mode 100% with ten skaters. Makes skater look blurred, like when criminal's faces are blurred out to protect identity, just in this case it's the skater's entire body!

DISCO LIGHTS

Unlock by completing Career Mode 100% with eleven skaters. Makes the background of the level flash in bright colours. Hurts your eyes after a while!

INVISIBILITY

Unlock by completing Career Mode 100% with twelve skaters. Makes skater invisible (duh!).

OTHER SIDE

Unlock by completing Career Mode 100% with all thirteen skaters. When you land a trick or bail a trick line, the screen inverts (black turns to white etc).

-----BUTTON CHEATS-----

For all you cheaters out there who really can't be bothered to unlock all that, just put in these button codes in the main menu (the wheel) or on the pause screen. All cheats have to be entered while holding the R button, and if in the main menu the wheel will spin if it's a confirmed entry and if entered in the pause menu, the menu will shake. If anyone knows anymore button codes, email me with them and I'll add them.

UNLOCK ALL ABOVE CHEATS

B, A, Down, A, Start, Start, B, A, Right, B, Right, A, Up, Left.

UNLOCK SPIDERMAN

Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start.

UNLOCK MINDY

A, Left, Left, Up, Right, B, A, Start.

NO BLOOD

Now really, where's the fun with no blood?!

B, Left, Up, Down, Left, Start, Start.

HAPPY FACES WHEN GRINDING

Start, A, Down, B, A, Left, Left, A, Down.

UNLIMITED AIR

Left, A, Start, A, Right, Up, Start.

UNLOCK ALL LEVELS AND MAX MONEY

B, A, Left, Down, B, Left, Up, B, Up, Left, Left.

GAME TIME TO ZERO

Completely useless but have it anyway:

Left, Up, Start, Up, Right

CREDITS

[008]

Me (Dark Angel) - for writing this guide
SephyKid - for the basics of the Gaps.
Flit - for some of the skater's tricks.
Bios from game manual.

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